B-24J

Consolidated B-24J "Liberator VI/VIII." Heavy Day Bomber. P.V.: 38. Engine Type: R. Producer: U.S.A. Introduced in Fall '43. G-series in Spring '43. 14,443 of all series built with nose turret. Has sights for use as a level bomber. Loaded: Can carry up to 8 bombs, or 6 bombs at long range. Add 3.0 to 24.3 ceiling when empty.

Formation Characteristics

On strategic bombing missions with escort fighters (mostly post-Jan. '44), the B-24 usually flies as trailing group box formations of three 12 aircraft combat boxes, each of which should occupy four adjacent hexes of 3 aircrafts each, in a diamond plan outline, all at .1 of each other. Altitude is mostly from 18.0 to 24.3 in Europe, 6.0 in the Pacific. Airspeed with all engines is ALWAYS 4. Any B-24 not in a triple or more B-24 hex, or in such an hex that is not adjacent to another, must still fly within .1 of other B-24s unless two engines are out. This requirement still applies, and is possible if empty, if one engine is out and the squadron/formation is Loaded. After the squadron/formation load drop, one engine out B-24s are free of the .1 distance requirement, since they must choose between a continuous .2 dive to 14.9 to maintain a normal constant Airspeed of 4, or to maintain altitude with a reduced available Airspeed of 3 at every odd # Game-Turn, including after reaching an altitude below 15.0. An enemy aircraft flying closer to such a B-24 than to multiple triple or more B-24 hexes may only be rolled at twice per Game-Turn by "F" Gunnery Play. Otherwise the maximum number of "F" Gunnery Play rolls per enemy target per Game-Turn of rule #15 applies: 3. A squadron/formation may NEVER alter altitude/course/Airspeed, except over the target area where Bank/Turns are allowed. This may not apply in the Pacific Theater, where squadron/formation may slow down to match one engine out aircrafts only.

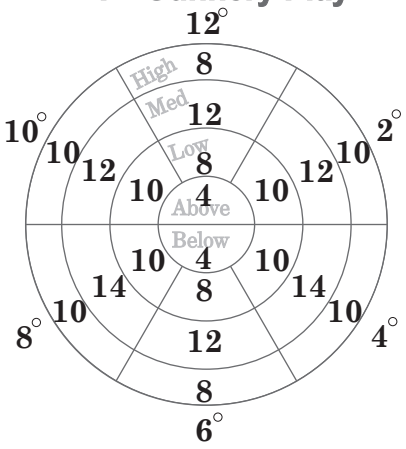
Maneuver Requirements

Squadron/formation Maneuver Requirements: Bank: 7. Turn: 6. (Loaded)
From these Maneuver Requirement values: Individual aircrafts: -1. Below 20.0: -1. Empty: -1. Poor tuning: +1. (All cumulative.)
Most B-24s had poor tuning.

Damage Effects

All maneuvers, climbs and <u>first engine out</u>: No Sp. Point cost, but one engine out requires MANDATORY load drop and reduces Max. Climb to Loaded condition.
<u>After</u> squadron/formation has dropped its bombs, one engine out aircrafts require either an uninterrupted dive of .2 per Game-Turn (until an altitude of 14.9 is reached) to keep a normal constant Airspeed of 4, or, if any altitude is maintained, a reduction of available Airspeed to 3 at every odd # Game-Turn.
<u>2nd engine out</u>: Reduce available Airspeed to 3 while in a mandatory uninterrupted dive of at least .3 per Game-Turn, until an altitude of 4.9 is reached.
Treat Turns as Loaded (+2) for each <u>same side</u> dead engine (cumulative). Treat Banks as Loaded (+2) for each <u>opposite side</u> dead engine (cumulative).
No climbing allowed.
<u>3rd engine out</u>: Destroyed.
2nd "G" hit or or 6th "F" hit: "F" Gunnery Play may roll once per Game-Turn at enemy targets.

"F" Gunnery Play



Altitude Change

Max. Dive: .3, which, if used for two consecutive Game-Turns, raises available Airspeed by 1 up to a max. Dive Speed of 5. Any dive rate reduction from this .3 value reduces Airspeed by 1 until an Airspeed value of 4 is reached.
Max. Climb: .1 (.2 empty below 10.0, but .1 with one engine out)
(.05 above 9.9 Loaded or above 19.9 empty)

Silhouette Modifier

Silhouette	+8

Target Characteristics

W	7	5		Cn	_	Mg	_		
F	8			L	3				
C	2			C	2				
E	2	E	2	E	2	E	2		
G									
			(5)						
	F								

Variants

Added armor. F: 9.
Die roll: Roll 1-2 for B-24J to survive 4th "C" hit with one extra "C" hit.
Reduce max. available bomb load by 1 bomb.

Note: "F" Gunnery Play may roll 6 (to attempt the single allowed hit per Game-Turn) twice per Game-Turn at enemy targets.